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Attorney Docket No.: 42.P17676

Application No.: 10/689,877

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IN THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application.

1. (currently amended) A method, comprising:
receiving video information at a first apparatus from a remote video game program in a second apparatus that is remote and spaced apart from the first apparatus over a first bidirectional communication link;
directing the video information to a display device connected to the first apparatus;
receiving input information from ~~an input device~~ a game controller; and
sending the input information to the remote video game program over a second bidirectional communication link that is different than the first bidirectional communication link.
2. (original) The method of claim 1, further comprising:
decoding the video information before the directing.
3. (original) The method of claim 1, wherein the sending the input information over a second communication link is performed concurrently with the receiving video information over a first communication link.
4. (original) The method of claim 1, wherein the first communication link has a higher associated bandwidth than the second communication link.
5. (original) The method of claim 1, wherein the second communication link has a lower associated latency than the first communication link.
6. (original) The method of claim 1, wherein the first communication link includes a wireless link, and
wherein the second communication link includes a wired link that operates over alternating current-carrying lines.

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7. (canceled).
8. (currently amended) An apparatus, comprising:
a first bidirectional communication interface to receive output data from a remote video game program in another apparatus that is remote and spaced apart from the apparatus;
a second bidirectional communication interface to send input data to the remote video game program;
an output interface to direct the output data to ~~an output device~~ a display;
an input interface to receive the input data from ~~an input device~~ a game controller; and
a processor arranged to direct the output data to the output interface and to direct the input data to the second bidirectional communication interface.
9. (original) The apparatus of claim 8, wherein the first communication interface is arranged to communicate via a wireless link.
10. (original) The apparatus of claim 9, wherein the second communication interface is arranged to communicate via a wireless link.
11. (original) The apparatus of claim 9, wherein the second communication interface is arranged to communicate via a wired link.
12. (original) The apparatus of claim 8, wherein the first communication interface is arranged to communicate via a wired link.
13. (original) The apparatus of claim 12, wherein the second communication interface is arranged to communicate via a wired link.

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14. (previously presented) The apparatus of claim 12, wherein the second communication interface is arranged to communicate via a wireless link.

15. (canceled)

16. (currently amended) A machine readable medium having instructions stored thereon, the instructions comprising:

instructions for receiving high-bandwidth information from a remote video game program in a device that is remote and spaced apart from the medium over a first bidirectional communication link;

instructions for directing the high-bandwidth information to a display device;

instructions for receiving low-bandwidth information from ~~an input device~~ a game controller; and

instructions for sending the low-bandwidth information to the remote video game program over a second bidirectional communication link that has a lower associated latency than the first bidirectional communication link.

17. (original) The machine readable medium of claim 16, further comprising:
instructions for decoding the high-bandwidth information prior to sending it to the display device.

18. (original) The machine readable medium of claim 16, wherein the high-bandwidth information is video information, and
wherein the low-bandwidth information is control information.

19. (canceled)

20. (original) The machine readable medium of claim 16, wherein the first communication link is a wireless communication link, and

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wherein the second communication link is a wired communication link.

21. (currently amended) A media adapter, comprising:
- a wireless communication interface to receive video data from a remote video game program resident in a device remote and spaced apart from the media adapter;
 - a wired communication interface to send real time control data to the remote video game program;
 - a display interface to direct the video data to a display device;
 - an input interface to receive the real time control data for the remote video game program from a game controller; and
 - a processor arranged to direct the video data to the display interface and to direct the control data to the wired communication interface.
22. (currently amended) The media adapter of claim 21, wherein the processor is further arranged to direct the real time control data to the wired communication interface while directing the video data to the display device.
23. (currently amended) The media adapter of claim 21, wherein the processor is further arranged to decode the video data before directing it to the display interface.
24. (currently amended) The media adapter of claim 21, wherein the processor is further arranged to encode the real time control data before directing it to the wired communication interface.
25. (currently amended) The media adapter of claim 21, further comprising:
- another wireless communication interface to send video data to the remote video game program.